

week 10:	where's wally now?
-----------------	---------------------------

We just heard that Wally likes to have fun ... so let's look in all the fun places – where to first?

Games:

1. **Active:** NSEW

Before the game starts, revise the four points of the compass and where they are in relation to the playing area. Show the Cubs where the sun rises and sets and also show them the path the sun will travel during the day. Cubs run around the playing area. The Scouter will blow a whistle and the Cubs stop running. Scouter will then call out either North, South, East or West and the Cubs need to run to the part of the playing area relating to that compass point. Include "Sun Rise" and "Sun Set" to confirm that the Cubs remember where the sun rises and sets.

2. **Team Game:** Basket ball (*Wally loves sports – maybe he is at a basketball game?*)

Games Module: page 70

3. **Circle:** Tea time (*Maybe Wally is having tea at the Royal Hotel*)

Games Module: page 15

4. **Musical:** Musical picture (*The picture should be of something the Cubs think Wally may be doing*)

Games Module: page 79

5. **Team:** Magic Carpet (*If we can get the carpet to fly, maybe we can see where he is from up in the sky?*)

Split the Pack into teams of 6 to 10 people. Each team will be given a large piece of paper (or towel, etc...) as a magic carpet and all team members need to stand on it. You start the game by telling the teams the following: You are on a magic carpet, thousands of feet up in the sky. But, you're not going anywhere because your carpet is upside down! The object is to flip the carpet back upright without anyone falling off into the abyss! You can use your hands. The team that reverses its carpet first without anyone stepping off is the winner.

Sometimes we just need to keep our eyes and ears open and look out for clues.

Sense training:

1. **Sight:** It's a mystery (*Wally has left us clues – can we remember where to find them*)

Games Module: page 58

2. **Sound:** Wally's by the clock

We just got word that Wally is standing under the clock in Church Square! The Scouter places a loud ticking clock somewhere in a designated area. The Cubs need to be very quiet and try and hear where the clock is ... unfortunately they weren't quiet enough and Wally heard them coming and has disappeared again! Works better if the clock is inside.

Wally is very good at disappearing quickly – but we will never give up.

Yarn:

Space Age Story

Yarn Module: page 56

We need to make sure we know which direction we are going as it would not be a good idea to get lost.

Craft/Activity:

1. **Activity:** Find North without a compass

Revise sun travel which was covered in a previous programme. Once the Cubs know where East and West are, tell the Cubs to stand and hold their right arm out so that their hand is pointing to the East. Then they need to hold out their left arm and it will be pointing North.

Another way to find North is by using an analogue watch. Point the twelve o'clock mark (the number 12) of the watch toward the sun. Bisect the angle between the twelve o'clock mark and the hour hand to find the north-south line.

2. **Handcraft:** Wally the Bead Man (*Bertie the bead man*)

Handcraft Module: page 62

He could also be at the fair, the movies or on a bus ... oh dear, will we ever find him?

Singing/Play Acting:

1. **Singing:** The Animal Fair

Singing Module: page 13

2. **Playacting:** Beat the Clock

Playacting module: page 5

Advancement covered:

Silver Wolf:

Compass and Mapping: With a Scouter go outdoors and point out where the sun rises, the path it travels and where it sets. **(Active game)**

Gold Wolf:

Compass and Mapping: Use a compass and one other method to find North in an outdoor environment. **(Activity)**